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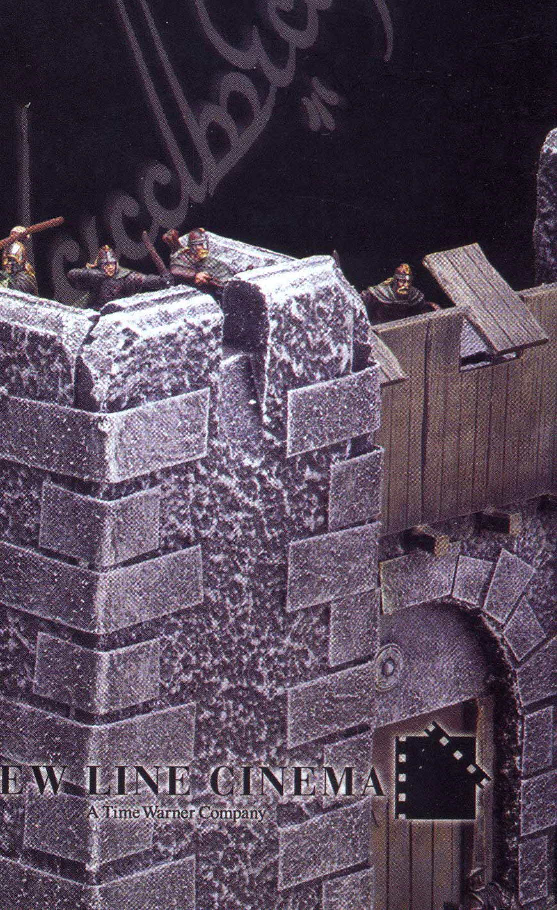

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# THE LORD OF THE RINGS™

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*Playing the Game* 2–5

Learn the rules for siege weapons, including battering rams and Saruman's demolition charge.

*Battle Game* 6–13

Concluding the 'Retreat to the Hall' Battle Report. Will Mark's Uruk-hai hunt down Théoden? Or will Richard's valiant defenders overcome them?

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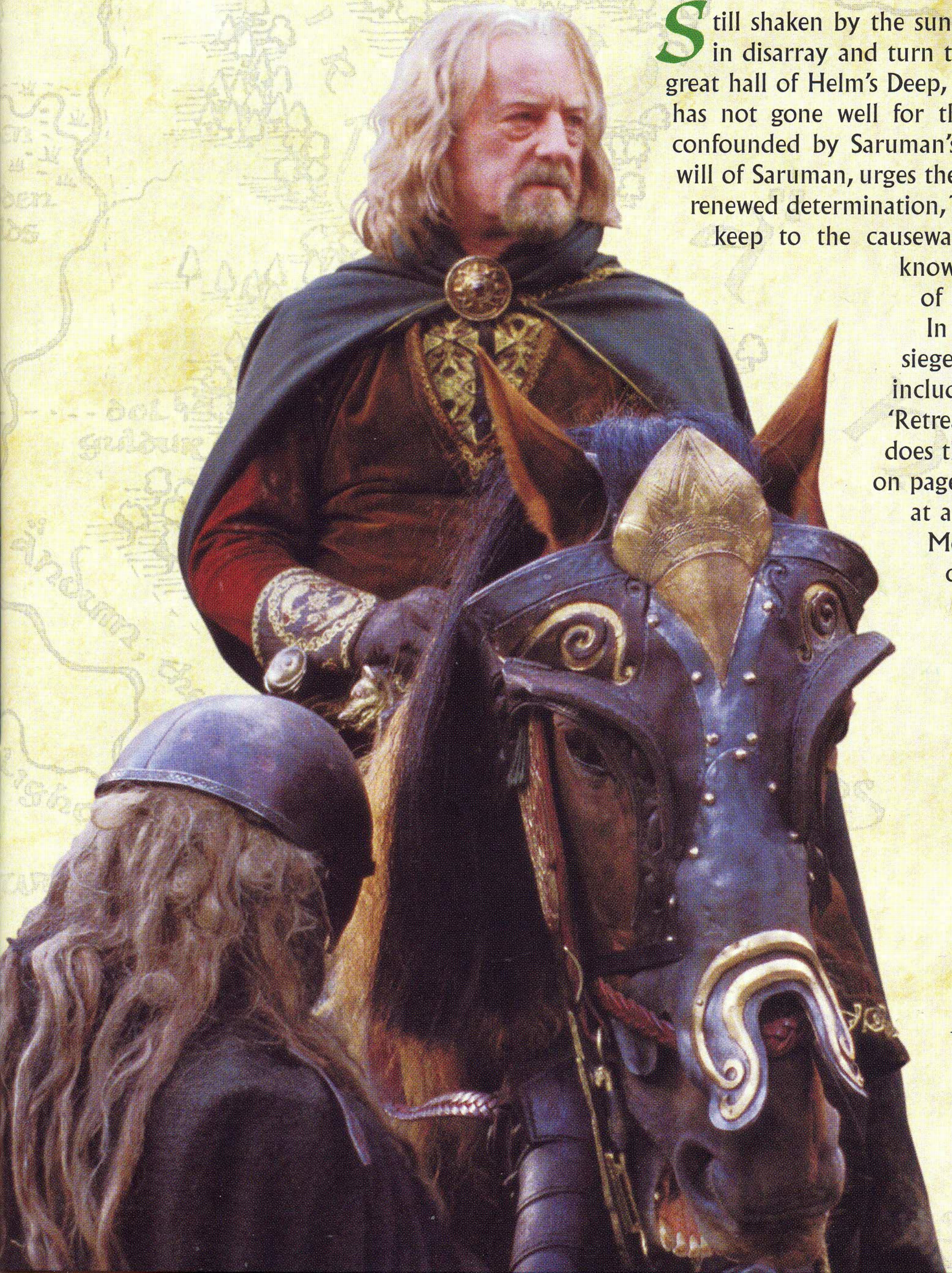
# The Heroes of Helm's Deep™

*As the Uruk–hai army of Saruman runs amok within Helm's Deep and all seems lost, Aragorn and King Théoden unite to face the threat. Taking up arms, the heroes of Helm's Deep prepare to sell their lives for honour and glory!*



Still shaken by the sundering of the Deeping Wall, the Rohirrim are in disarray and turn to their king for guidance. Driven back to the great hall of Helm's Deep, King Théoden prepares for the end. The siege has not gone well for the Rohirrim, as their every effort has been confounded by Saruman's devilry. Aragorn, refusing to submit to the will of Saruman, urges the King of Rohan on to great deeds. Filled with renewed determination, Théoden orders a desperate, last ride from the keep to the causeway to charge into the heart of the enemy, knowing that they face death and an end worthy of remembrance.

In this Pack's Playing the Game, we conclude the siege rules with a detailed look at siege weapons, including the Uruk-hai demolition charge. The 'Retreat to the Hall' Battle Report concludes, as does the Helm's Deep Campaign. Find out who wins on page 13. In the Painting Workshop, we take a look at a real gamer's themed Uruk-hai army, while in Modelling Workshop you can learn how to complete your model castle by building a massive tower.

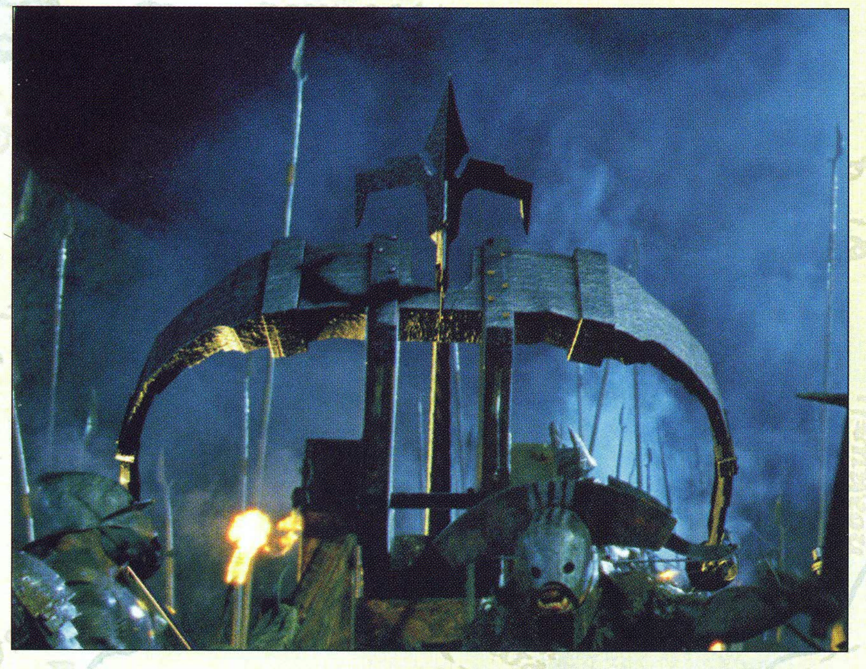
> *'Now for wrath!*
> *Now for ruin!*
> *And a red dawn!'*
>
> THÉODEN™

◄ THE KING OF ROHAN

*Théoden is a proud warrior and is determined to save his people from the evil of Saruman.*

# Siege Weapons

*During a siege, the attacking force often needs to resort to mighty engines of war to break into a stronghold. In this Pack, we look at the rules for siege weapons, concentrating on the weapons employed by Saruman's army at the battle for Helm's Deep.*



When the Rohirrim fled to Helm's Deep, they thought that the mighty fortress would hold, just as it had in the past. However, the devilry of Saruman proved decisive. The Wizard's demolition charge tore the Deeping Wall asunder, while his Siege Assault Machines erected ladders faster than the defenders could push them down. In this Pack, we look at the rules for using both these weapons of war in your Battle Games, as well as for using battering rams to destroy fortress gates.

◄ WEAPONS OF WAR
*The Uruk–hai Siege Assault Machine is instrumental in the siege of Helm's Deep.*

## Using Might in a Siege

We have introduced quite a few new dice tests and random rolls for the Siege rules, so it is worth mentioning Might points and defining where Heroes can and can't use them during a siege.

- Heroes are allowed to use Might points when attempting to push away a siege ladder, as this roll is made on behalf of the warrior himself.

- Rolls for stumbling on stairs, falling from ladders when beaten back and falling because a friend has fallen on top of you are random rolls, so Might points cannot be used.

- When rolling on the Battering chart, a Hero can only use Might points to affect a roll for damage he has personally inflicted. If a Hero is striking a door, for example, he can use Might to affect his roll to wound and/or his roll on the Battering chart. However, if a Hero is lending his weight to a battering ram, he cannot use Might points. This is partly because the battering ram is a team weapon, and also because it would be far too powerful if Heroes could boost its effect.

## Demolition Charge Team (Points Value: 80)

A demolition charge is very destructive, but probably as dangerous to its users as to the foe! Only warriors as heedless of their lives as the Uruk-hai would use such a device.

| | F | S | D | A | W | C | Move |
|---|---|---|---|---|---|---|---|
| **Siege Trooper** | 4/- | 4 | 5 | 1 | 1 | 3 | 14cm/6" |
| **Berserker** | 4/- | 4 | 6 | 0 | 1 | 8 | 14cm/6" |

**Crew:** A demolition team consists of two Siege Troopers and a Berserker. The Siege Troopers carry the demolition charge and the Berserker has a flaming brand.

➤ MOVING THE DEVICE

*These two Uruk-hai can carry the demolition charge their full move of 14cm/6".*

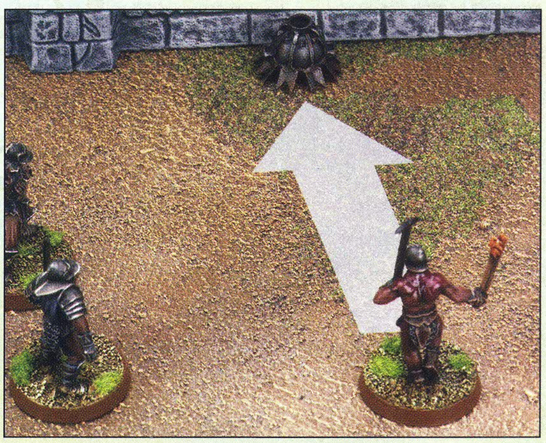
## Carrying the Demolition Charge

A demolition charge can be picked up and carried by one or two Uruk-hai models on foot, by moving them into touch with it. Once the demolition charge is picked up, the Uruk-hai must end their move and cannot carry it anywhere that turn. Two models can carry the bomb at their normal movement rate. A single model can carry it at half his normal movement rate. Only the Siege Troopers are allowed to carry the demolition charge. Other than this, the rules for carrying a demolition charge are exactly the same as those for carrying ladders, as in Pack 29.

## Detonating the Charge

To use the demolition charge, it must be carried into touch with the base of a wall, gateway or door and dropped. To set it off, a Berserker carrying a flaming brand must be touching it in the Fight phase and must be otherwise unoccupied – a model that is fighting an enemy, operating a battering ram, or carrying a ladder or other burden cannot set off the demolition charge. Unfortunately, anyone who is touching the charge when it goes off is almost certain to be killed – so the Uruk-hai attempting to set off the charge must test his Courage before doing so. If he passes this test, he can set off the charge. If he fails, he cannot.

The detonating charge automatically strikes every target it is touching – including walls, gates, doors and any warriors in contact with it. Each target struck takes wounds automatically, regardless of its Defence value. Roll a dice – the target takes the number of wounds shown on the dice. Even walls and towers suffer a number of 'wounds', equal to the roll of a dice, from demolition charges. Roll on the Battering chart the number of times indicated on the dice. The demolition charge is removed once it has exploded.



◄ SUICIDAL

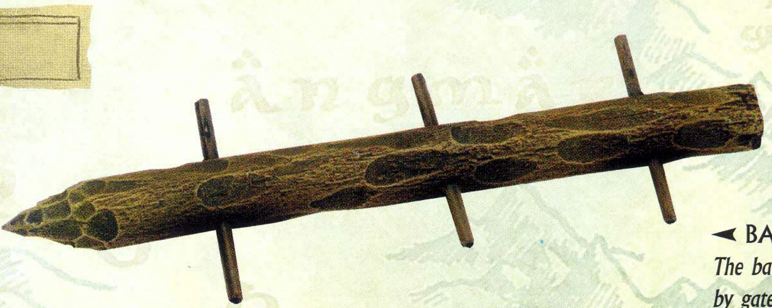
*The Berserker automatically passes his Courage test and detonates the bomb.*

➤ DETONATION!

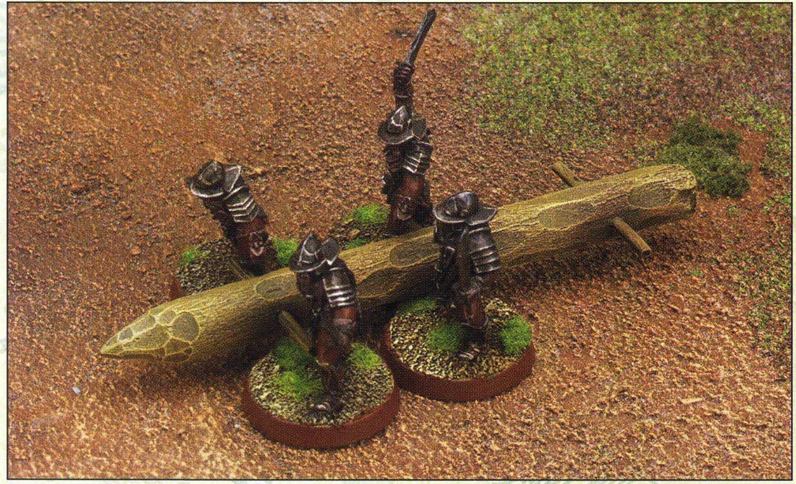
*The demolition charge explodes, inflicting 3 'wounds' on the wall and, therefore, 3 rolls on the Battering chart.*

## Battering Ram

This is little more than a massive tree trunk – sometimes strengthened with stone, iron or bronze. It can be used to batter doors, gates or palisades, but is not strong enough to damage stone walls or towers. It is exclusively used for battering and cannot be used to attack enemy warriors!



◄ BATTERING RAM
*The battering ram is feared by gatehouse defenders.*



▲ HEAVY BURDEN
*At least four Uruks are needed to carry this battering ram.*

## Moving the Ram

A battering ram can be any length – the larger it is, the more models required to use it. In order to lift the ram, you need at least enough models to cover half its length on each side, as shown. For example, if your ram is 10cm/4" long, then you will need at least two models on each side to lift it. Similarly, you can never use more models to lift the ram than can actually fit along the sides. So, in the above example, no more than four models on each side could be used to lift and carry the ram. Only warriors on foot can carry and operate a ram. Cavalry cannot do so! All the restrictions for lifting, carrying and dropping a ram are the same as those for ladders in Pack 29's Playing the Game. If the number of warriors carrying a ram is reduced below the minimum number, the ram is dropped immediately.

> *'Brace the gate!*
> *Hold them!*
> *Stand fast!'*
>
> THÉODEN™

## Battering the Fortress

A ram that has reached a door or gate can be used to attack it in the Fight phase, as long as the minimum number of warriors required to carry the ram are still alive to use it. Remember – warriors who are fighting have to let go. The ram automatically hits once. The ram is assumed to have the same Strength value as the weakest crew member. However, it gains one extra point of Strength for each additional crew member, up to a maximum Strength of 9. So, a ram with a crew of four Uruk-hai has a Strength of 7 (Strength 4, plus three extra crew models). Roll on the Wound chart as normal, using the gate's Defence value – if successful, roll on the Battering chart to determine how many Batter points are inflicted, as described in Pack 30's Playing the Game.

▲ STRIKING THE GATE
*With its total Strength value of 7, this battering ram succeeds in damaging the gate.*

## Uruk-hai Siege Assault Machine (Points Value: 65)

To raise their ladders more quickly and secure them tightly against the enemy's walls, the Uruk-hai employ a unique engine of war that hurls a massive grapple at the foe's battlements.

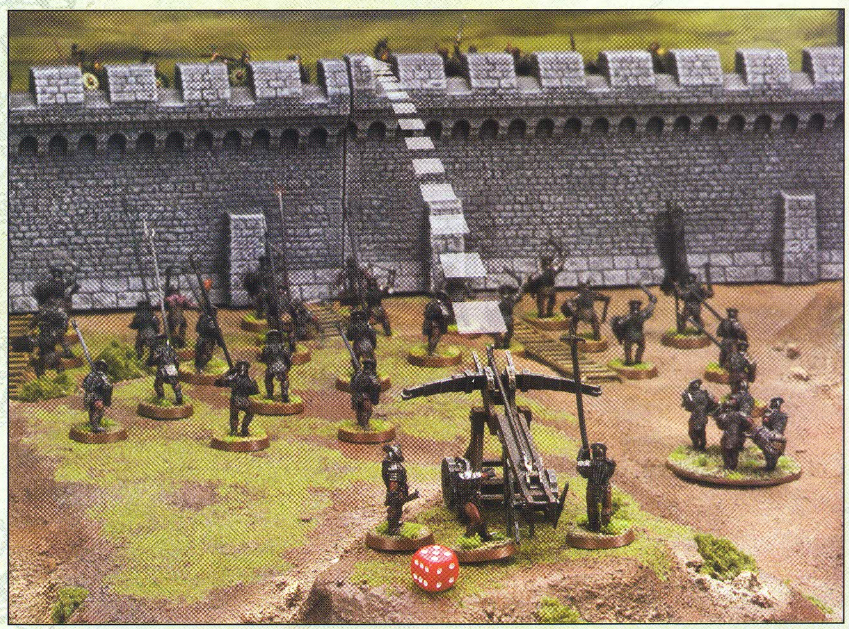
| | S | D | Batter Points |
|---|---|---|---|
| Siege Assault Machine | (9) | 10 | 3 |

**Crew:** An Uruk-hai Siege Assault Machine is operated by three Uruk-hai equipped with swords (hand weapons) and armour. They must stay within 2cm/1" to work the machine.

## Special Rules

### Raise the Ladders!

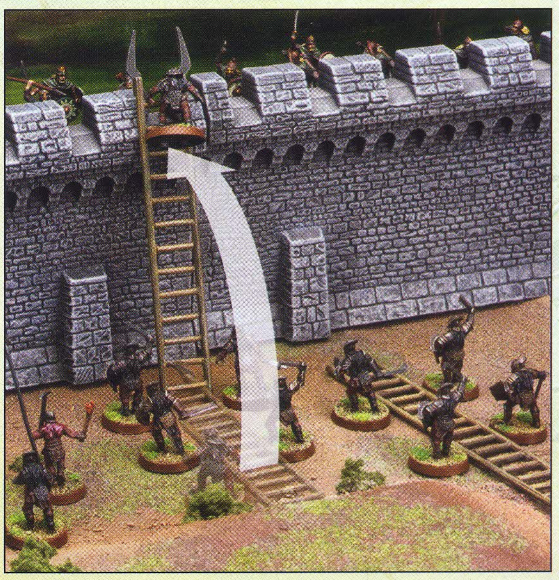
The Siege Assault Machine can attempt to raise a ladder to the enemy battlements during the Shoot phase. To do this, the controlling player must first nominate a point on the fortress battlements where he wants to shoot the grappling hook. This can be any point within 120cm/48" that a member of the machine's crew can see. The crewman rolls to hit as usual. If a hit is scored, the grapple has struck home. If the machine misses, there is no further effect. When the grappling hook hits, a single siege ladder within 14cm/6" of the wall beneath the target point is moved forward to the wall and raised immediately. Any model carrying the ladder drops it as it is raised. Any one of the carriers can grab the top of the ladder and ride it to the top as it ascends. The warrior is then treated exactly as if he had climbed to the top of the ladder that turn.



▲ GRAPPLES AWAY!
*The grappling hook hits the battlements of the fortress.*

### Deploying and Moving

The Uruk-hai crew must be deployed within 2cm/1" of the Siege Assault Machine. The siege engine can only move if its crew pushes it. The crew models must be in touch with the assault machine to move it. Three crew members can move the machine at their normal movement rate. Two crew models can move the machine at half their normal movement rate. A single model may not move it at all.



➤ RIDE THE LADDERS
*A nearby ladder is pulled up to the wall. One of the Uruks who was carrying the ladder automatically rides to the top of it.*

# Retreat to the Hall

Turns 11–17

*Rejoining the battle from the last Pack, we find the Good Heroes beset on all sides by the Uruk–hai attackers. They must hurry to the gap in the inner wall if they are to make it to the safety of the keep.*

**KEY**

GOOD SIDE MOVES

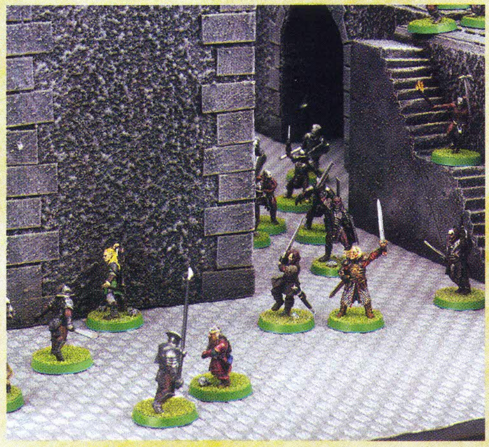
EVIL SIDE MOVES

## Battle Report – Part 2

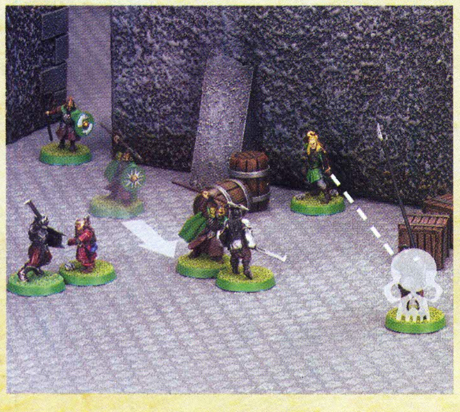
In the first part of the Battle Report, Richard managed to successfully hold off Mark's attack, but not without Théoden taking a wound from enemy bow fire. The gate resisted the battering ram's attacks until the tenth turn, when it was finally breached, spilling Uruk-hai into the fortress. Mark's forces draw close as Théoden and his friends retreat from the walls.

### Fighting Retreat

**i** The Evil side wins priority, so Richard spends Aragorn's free point of Might to call a Heroic Move. This allows Aragorn and Théoden to move along the side of the inner wall before the Uruk-hai, spilling through from the shattered gate, can catch them and slow their retreat. Who wins priority is now very important, as it will determine whether The Fellowship and Théoden can stay ahead of their pursuers.



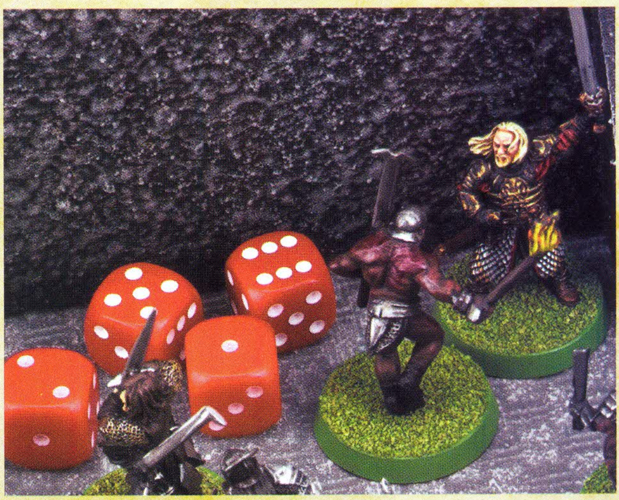
### Interception

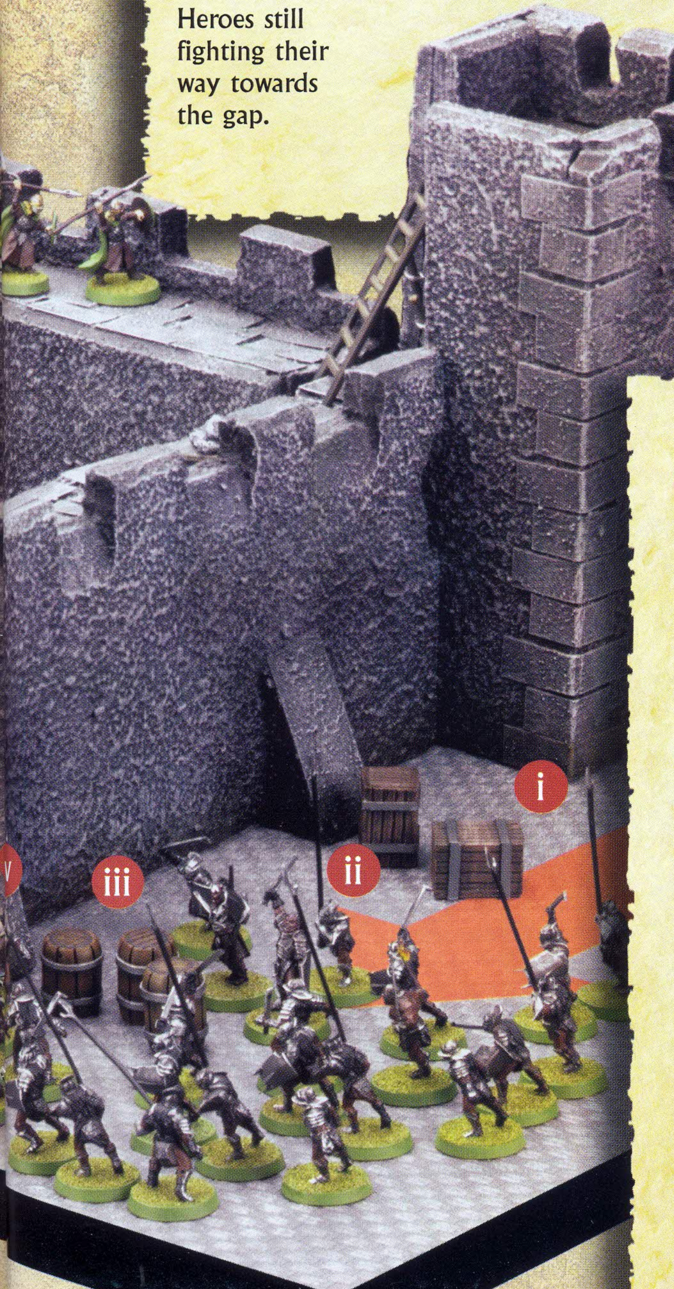


**ii** The Uruk-hai reinforcements rush onto the table, and it is left to Gimli, Legolas and a handful of Rohirrim to clear the path to the keep for Aragorn and Théoden. Gimli charges into a group of Uruk-hai, but loses the fight and Mark manages to score a wound by rolling the required 6 followed by a 4. One of the Rohirrim charges into an Uruk-hai to prevent Legolas being charged. Free to shoot, one of Legolas's arrows finds a gap in an Uruk-hai's armour, killing him.

## Weight of Numbers

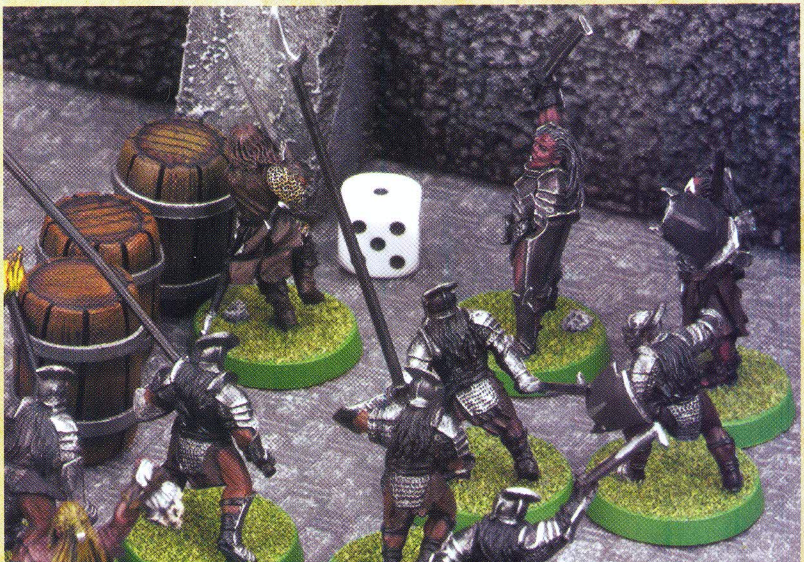
**iii** Due to Mark bringing his reinforcements on ahead of the Heroes' retreat, they are surrounded on their way to the gap in the wall. Separated from the protection of Aragorn and trapped against the wall, Théoden is beaten in combat by a Berserker. Rolling four dice, Mark manages to wound the King twice, but Richard successfully makes both the necessary Fate rolls. This leaves Théoden with one wound remaining and no more Fate, with the Heroes still fighting their way towards the gap.





## Trapped!

**iv** Despite being completely surrounded by Uruk-hai, Aragorn's superior Fight value means Richard needs to roll just one 6 on his attack dice to win the fight. He does this, but in his attempt to reach the gap, Richard rolls a 1 on Aragorn's test to jump over a barrel, leaving the Hero still trapped in the midst of a horde of enemies and falling behind his companions. Still, Aragorn tying up so many enemies means that Legolas, Gimli and the wounded Théoden make it through the gap in the wall.



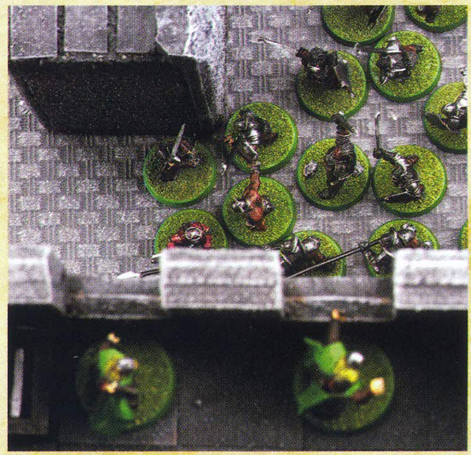
# *Left Behind!*

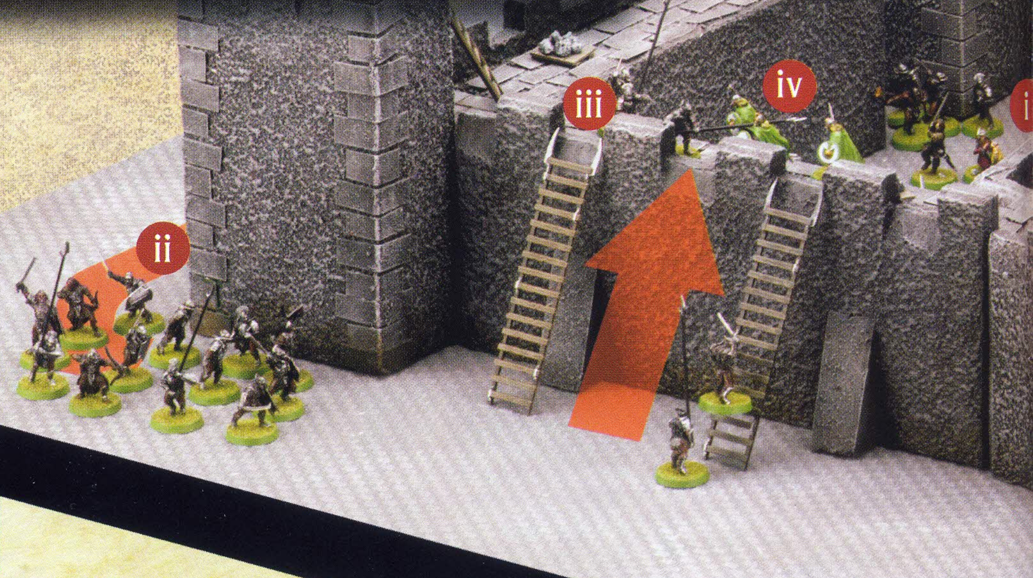
*Turns 18–19*

***Although Legolas and Gimli, along with Théoden, have made it through the gap, Aragorn has fallen behind and is trapped amongst a vast group of Uruk–hai.***

## Through the Gap

**i** Richard moves Gimli back into the gap to prevent more Uruk-hai blocking Aragorn's escape route. Aragorn fights his way slowly but surely towards the gap, with Richard spending his free point of Might to Heroic Move whenever Mark has priority, making sure Aragorn is able to move before being engaged by the Uruk-hai. Eventually, through the combination of Aragorn and Gimli's attacks and shots from the archers in the tower to clear a path, Aragorn breaks through the ranks of the enemy and dashes into the gap next to Gimli.



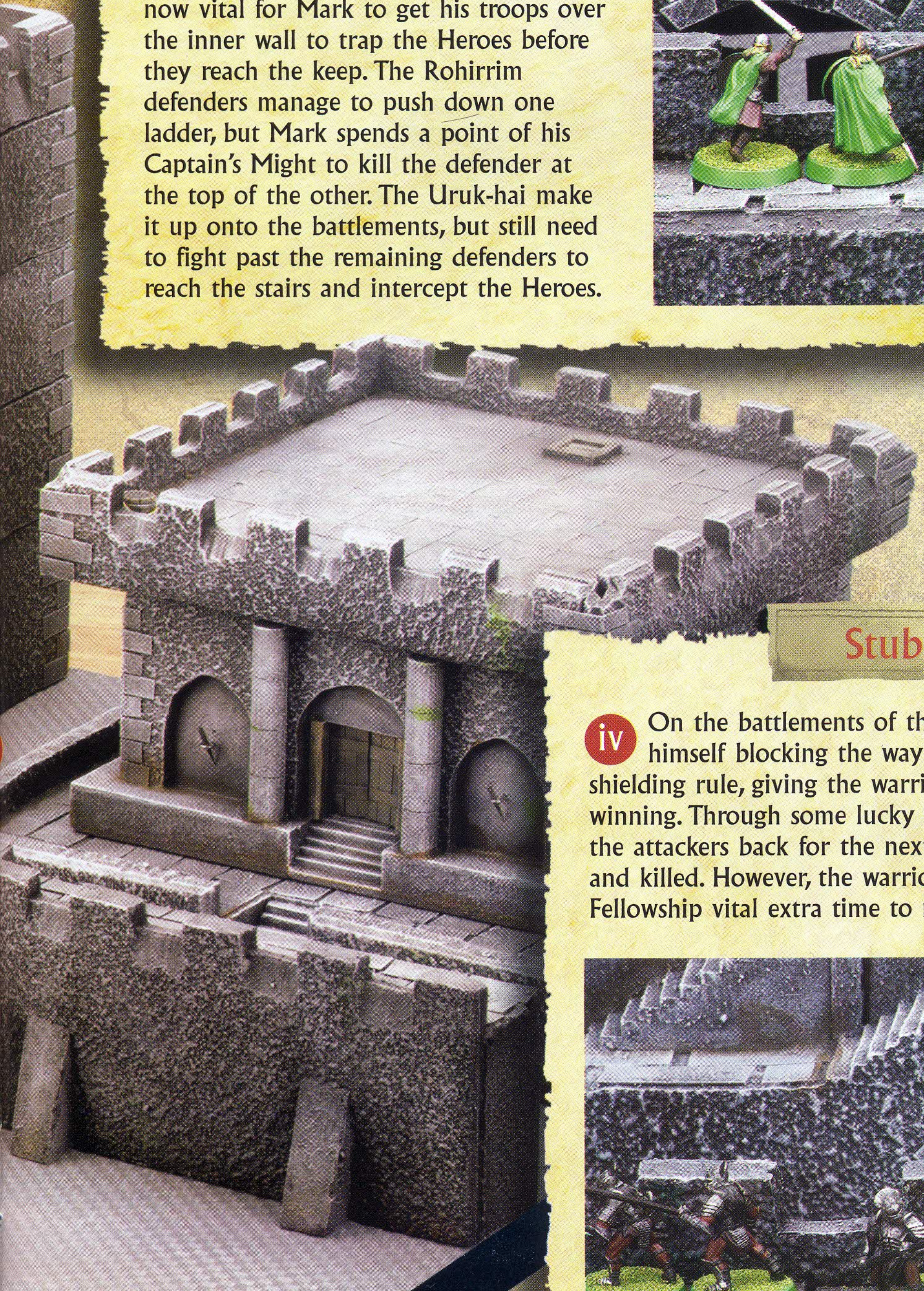


## Redeployment

**ii** The Siege Troopers move in through the destroyed gate, and raise their ladders on the inner wall. As all the Good models have passed through the gap, Mark is unable to bring the full weight of numbers of his forces to bear against the retreating Heroes. He therefore sends several of his Uruk-hai back around to support this new attack, hoping to cross the wall, intercept the Heroes and block their path before they can reach the keep.

## Second Wave

iii Losing priority, Richard uses Aragorn's free point of Might to Heroic Move himself and his companions away from the pursuing Uruk-hai. It is now vital for Mark to get his troops over the inner wall to trap the Heroes before they reach the keep. The Rohirrim defenders manage to push down one ladder, but Mark spends a point of his Captain's Might to kill the defender at the top of the other. The Uruk-hai make it up onto the battlements, but still need to fight past the remaining defenders to reach the stairs and intercept the Heroes.



## Stubborn Defence

iv On the battlements of the inner wall, one of the Rohirrim finds himself blocking the way of six Uruk-hai. Richard chooses to use the shielding rule, giving the warrior an extra dice to improve his chances of winning. Through some lucky dice rolls, the Rohirrim manages to force the attackers back for the next three turns until he is finally overwhelmed and killed. However, the warrior's sacrifice buys the members of The Fellowship vital extra time to make their escape.

# The Final Push

Turns 20–24

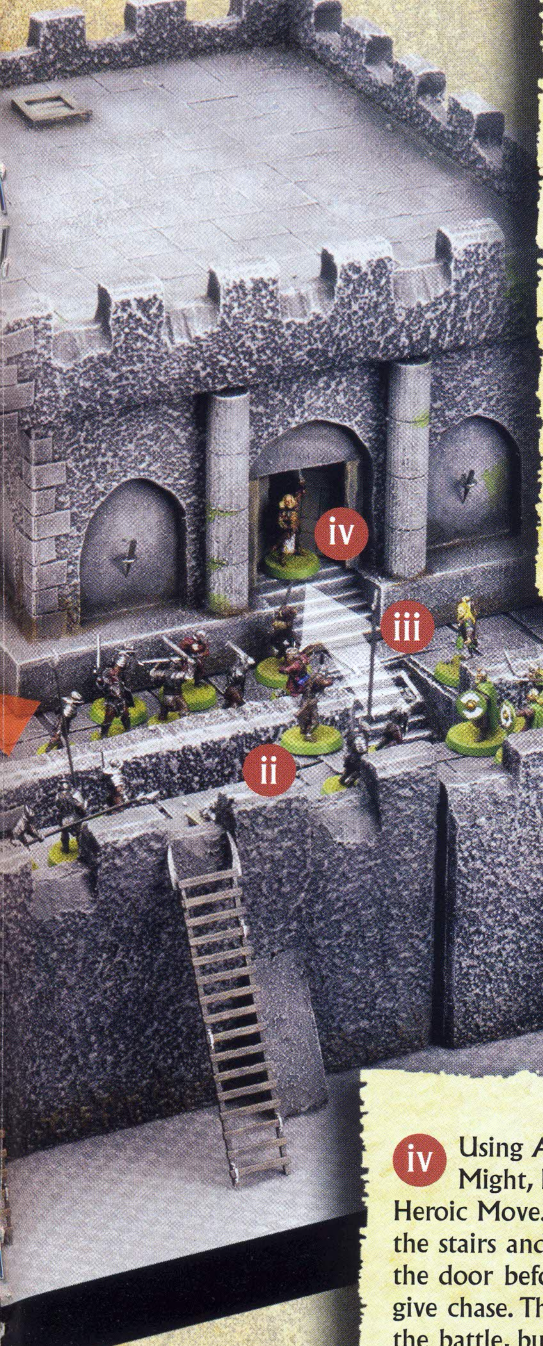
*It is now a race against time for the Heroes to fight off their pursuers before the Uruk–hai attackers seize the inner wall and thwart their chances of escape.*

## Ferocious Combat

**i** The Heroes continue their retreat, with a mass of Uruk-hai in hot pursuit. As they make their fighting retreat, a turn of poor dice rolling by Richard sees Legolas failing to hit any of the pikemen supporting his companions' attackers. In addition, Gimli is wounded and only saved from death by a successful Fate roll. Théoden, ahead of the other Heroes, races up the steps and in through the door of the keep. However, he cannot bar the door until his companions are also inside.

## Leap of Faith

**ii** In a last-ditch attempt to cut off the Heroes' escape route, Mark declares that two of his Uruk-hai will try to jump from the battlements onto the foundations of the keep. Both make it, with one even being able to continue his move, after rolling a 6. Richard decides that one of the Rohirrim on the battlements will follow the Uruk-hai, in an attempt to engage them and stop them reaching the Heroes. However, he rolls a 1 on his jump test, and the unfortunate warrior plummets from the battlements and is killed by the fall.



## Hero Under Fire

iii With Théoden waiting in the doorway, Aragorn, Legolas and Gimli hurry up the stairs towards the keep and are engaged by the Uruk-hai who had jumped from the battlements. Gimli fights off his attackers, killing one, but Aragorn fares less well. An Uruk-hai archer on the inner wall, firing into combat, manages to not only hit but wound Aragorn. In the combat that follows, for Aragorn's attacks, Richard rolls three 1s! Mark manages to wound the mighty Hero, leaving him with only one wound remaining. Aragorn has no Fate and will die if he takes another wound – if that happens, the Evil side will win the game!

## Last Sprint

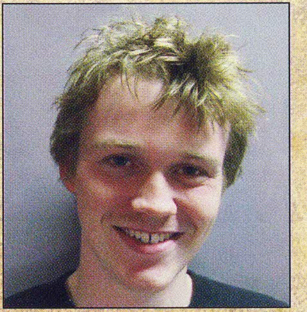
iv Using Aragorn's free point of Might, Richard declares a Heroic Move. The Fellowship race up the stairs and into the keep, barring the door before the Uruk-hai can give chase. The Good side has won the battle, but only just, with both Aragorn and Théoden down to their last wound and with no Fate remaining. The route from the gate to the keep lies strewn with the corpses of both Uruk-hai and Rohirrim, and the body of Gamling lies in the gateway, having given his life that his King might escape.

# Conclusions

***With the keep's door finally barred and the Heroes safe inside, the battle is finally over. Mark and Richard take some time to review the battle and share with us their views and opinions on how they felt it all went for them.***

## THE FORCES OF GOOD

*Richard* – 'Phew! That was close! The whole game was tense and exciting and really captured the feel of the scene from the film, with Théoden and the other Heroes making a fighting retreat to the keep, pursued and surrounded by hordes of Uruk-hai. In the end, the difference between victory and defeat came down to the combat that Aragorn lost. Luckily, he survived with one wound left, and with that, I scraped a narrow victory.'



◄ THE GOOD SIDE
*Richard Morgan won this battle playing the Good side.*

### Rank and File

'While it's easy to focus on the abilities of the Heroes and their influence on the game, I definitely couldn't have won without the efforts of my normal Rohirrim warriors. For a start, without them, Théoden and Gamling would have had to defend the walls by themselves, and the game would have been over in the first couple of turns. In addition, they did an excellent job of holding up Mark's attempt to cross the inner wall, particularly the lone fighter who fought off the attacks of six Uruk-hai for several turns, using nothing but his shield.'

◄ DEFENDERS
*Richard's Rohirrim warriors were key to defending the walls.*

▲ LOCKED IN COMBAT
*Gamling fights off the Uruk Captain until the doors finally give way.*

### Heroic Sacrifice

'One of my favourite parts of the battle was Gamling's valiant attempt to stop the gate being opened by Mark's Captain. Not only did he have to leap from the dizzying height of the battlements to confront the Captain, successfully holding him up, but he then had to try to fight off the entire Uruk-hai horde, which came swarming through when the gate finally gave way. Even though he faced unbeatable odds, he charged into the fray, giving his life in order to allow Théoden to escape.'

### Mighty Moves

'Using Aragorn's free point of Might every turn was crucial to winning the game. Without being able to use it to make Heroic Moves before Mark got to move his troops, Aragorn and his companions would have been charged by the Uruks a lot more often. This would not only have potentially inflicted more wounds on them, but would also have slowed them down, possibly enough for the Uruk-hai to cross the inner walls and block their way to the keep.'

## THE FORCES OF EVIL

*Mark* – 'This game was incredibly close and hard-fought, but, in the end, Richard pulled a win out of the bag. After a promising start and a few close calls, I failed to capitalize, and it all started to go wrong.'

◄ THE EVIL SIDE

*Mark Latham, controlling the Evil force, narrowly lost this Battle Game .*

### Deadly Accuracy

'I don't think my overall performance was too bad. I got off to a great start when my archers managed to wound Théoden. Needing 'in the way' rolls due to the battlements meant that they were unlikely to hit anything, yet my dice rolls defied probability and I killed several Rohirrim. When the archers continued their killing spree while firing into combat – a task that made shooting even more difficult – I knew that they were the real heroes of the Evil force.'

### The Escalation

'It became apparent very early on that pursuing the Good Heroes around the sides of the board would probably not be enough. With this in mind, I picked up two of the ladders and carried them through the shattered gate, erecting them against the inner wall. I hoped to slow the Heroes down by heading off their escape. However, I didn't bank on the resilience of the wall's defenders. My Uruk-hai never really made an impact on the inner wall. With hindsight, I would have sent double the number of Uruks and an extra ladder against the wall, with the aim of cramming some Uruk-hai on the steps of the keep to wait for Théoden.'

◄ SECOND ESCALATION

*The Uruk–hai try to take the inner wall rather than go round.*

▲ LEAPING URUK-HAI

*Mark sends his Uruks leaping the gap to cut off the Heroes' escape.*

### Desperate Measures

'Leaping off the walls with my Uruk-hai in the dying moments of the game was a desperate tactic. The Rohirrim defenders on the inner wall were simply not budging, so I had to resort to an almost suicidal leap to try and cut off the Heroes' route. Despite being remarkably successful, there simply weren't enough warriors there to stop Gimli, Théoden and Aragorn. They may have won the day, but I can seek consolation in that none of them escaped unscathed.'

## Campaign Conclusion

The final result for the campaign is:

| | |
|---|---|
| Mark: | 2 Victories |
| Richard: | 3 Victories |

This means that Richard is the overall winner of the Siege Campaign. Both players enjoyed the challenge of playing an extended campaign and look forward to taking part in the next one.

# An Uruk-hai™ Army

*The Uruk-hai are one of the easiest armies to paint and look very impressive in large numbers on the battlefield. In this Pack, we look at gamer Adam O'Brien's own Uruk-hai army and find out how he went about painting it.*

The uniformity of the Uruk-hai makes them one of the most regimented armies on the battlefields of Middle-earth. When painting an Uruk-hai army of your own, it's a good idea to use batch painting to complete your models quickly and efficiently. This ensures that the models are painted in a consistent style. Here we have chosen a real gamer's army to showcase the various painting techniques he employed. The style used for painting the armour and flesh, combined with themed bases, makes this army look unified and eye-catching on the battlefield.

▲ MARCHING TO WAR!
*The Uruk-hai are dispatched by Saruman to destroy the world of Men.*

Adam – 'Uruk-hai are a great choice for any *The Lord of the Rings* gamer – they're tough, they look good and they're quick and easy to paint! Here's how I got my unstoppable horde looking the part.'

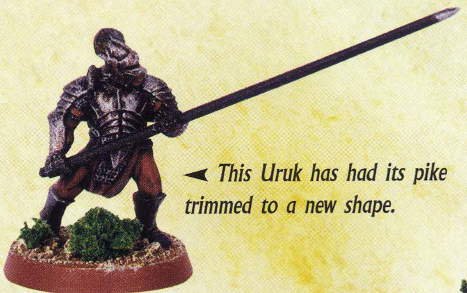
*'All Isengard is emptied'*

ARAGORN™

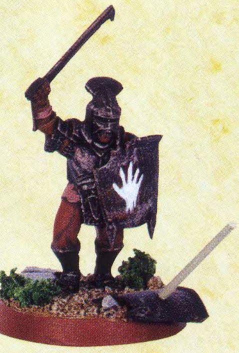
## PAINTING ESSENTIALS

### Conversions

One way to make the models in your army look unique is to convert them. Plastic models lend themselves to conversions particularly well, as they are easier to cut and glue. In the army featured in this Pack, you will notice several conversions. Some are subtle and easy to achieve, such as the alternative pike heads. Others are more involved, such as the converted base. Notice how a spare shield and a small piece of wire have been used to add dramatic detail to the model's base.



◄ *This Uruk has had its pike trimmed to a new shape.*

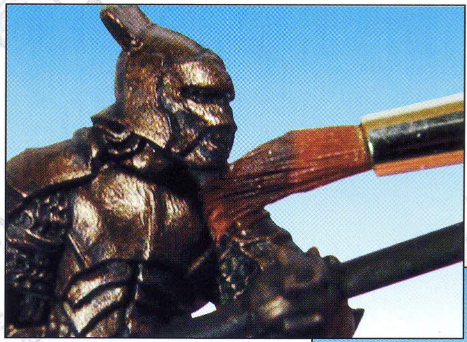


► *Adam has added an impaled shield on the base.*

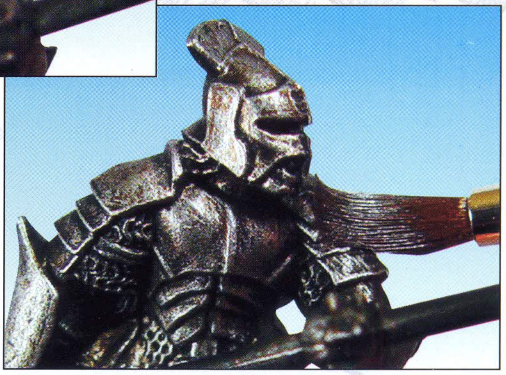
## Warriors of the White Hand

'I painted the armour first, covering the helmets, breastplates and swords with a heavy dry-brush of Tin Bitz. I then went over that with a slightly lighter dry-brush of Boltgun Metal. These two metallic colours combined give a nice impression of worn and rusted armour and battle-gear.

'I painted the flesh as neatly as possible with Scorched Brown. I layered on simple skin highlights with Dark Flesh, trying to follow the raised muscles as a guide. Then, all the rags and straps were painted with Bestial Brown. I made up a light mix of Snakebite Leather and Bestial Brown and highlighted the various straps and scraps of clothing. All that remained was to paint the hair black and I was finished!'



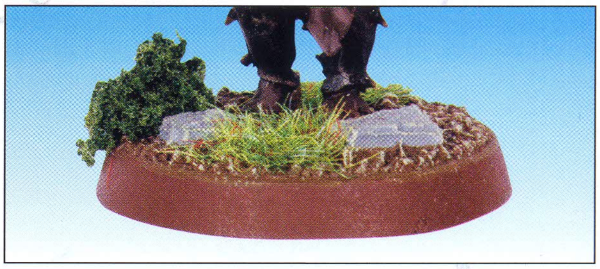
◄ *Tin Bitz provides a great, rusty–looking base colour for the armour.*



➤ *Dry–brushing with Boltgun Metal finishes the armour.*

## Basing

'I wanted my Uruks to look equally at home on the ramparts of Helm's Deep as on the slopes of Amon Hen. The models were based by sticking sand to the top surface with PVA glue. Once dry, this was painted Bestial Brown. Most of the bases have small pieces of plastic card stuck to them, cut to look like flat rocks, which were painted Codex Grey. Next, the whole top surface of the base was dry-brushed with Bleached Bone. Finally, small patches of static grass were applied sparingly to the tops of the bases. On special models such as Lurtz I added a little coarse turf for even more detail.'

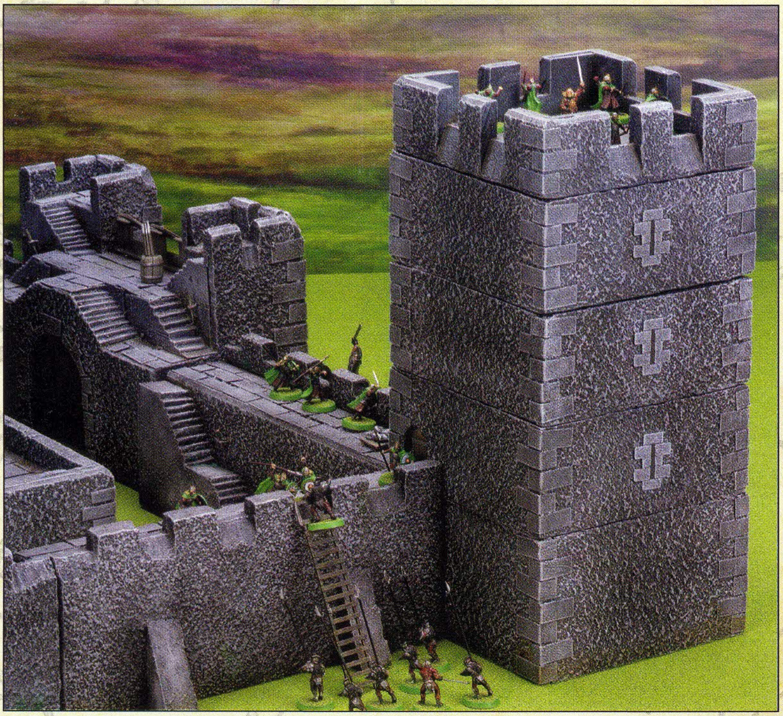


▲ DETAILED BASE
*The rocks and foliage make the base stand out.*

➤ THE HORDE ASSEMBLED
*Adam's Uruk–hai army in all its glory.*

# Fortress Tower

*Often, the cornerstone of a fortress's defence will be a mighty tower. This forms a bastion of imposing stone that can defy all but the strongest war machines. In this Modelling Workshop, we show you how to build one of these large fortifications.*



From the imposing edifice of Saruman's Orthanc to the Hornburg and the White Tower of Ecthelion, towers dominate the landscapes of Middle-earth. They give a commanding view that allows the guards within to spot an approaching army from leagues away and present an unassailable strong point in a castle's defences. Here we will show you how to make a fortress tower of any height for use in your Battle Games. This tower is made as a series of stacking levels. Each level is constructed in the same manner, allowing you to make the tower as tall or as low as you like. By varying the base level you can create different types of tower, from a free-standing construction to a strong point anchoring the corner of a castle.

◄ COMMANDING VIEW
*This tower forms a bastion in the defences of the castle.*

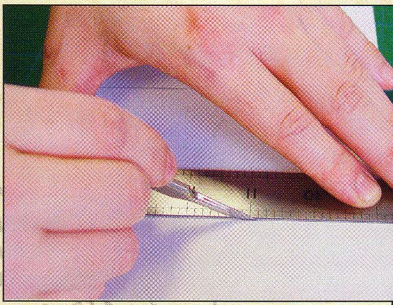
## YOU WILL NEED

- FOAM CARD
- CRAFT KNIFE AND STEEL RULER
- PVA GLUE
- POLYSTYRENE CEILING TILE
- HOT WIRE CUTTER
- SQUARE BALSA WOOD
- CLIPPERS
- STYRENE
- BALSA WOOD
- THIN CARD
- FELT TIP PEN
- TEXTURED PAINT
- CODEX GREY, FORTRESS GREY, SKULL WHITE AND CHAOS BLACK ACRYLIC PAINTS
- AN UNUSED BASE
- SCISSORS

# Tower Level

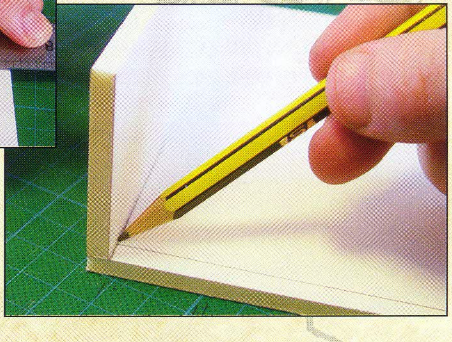
## ① Inner Walls and Floor

The four inner walls of a level are cut from a sheet of foam card. Cut each wall to a reasonable length and height, about 15cm/6" long and 8cm/3" tall is good. A square sheet of foam card is also needed to make the floor of the level. To make it all fit when the walls are attached, the floor needs to be slightly shorter in length than the walls. To do this, first draw a 15cm/6" square onto the foam card. Next, reduce the length of this square on two of its sides by the thickness of your foam card. Finally, cut out this smaller square.



◄ STRAIGHT EDGE

*A ruler helps you get a straight cut.*



► USE A GUIDE

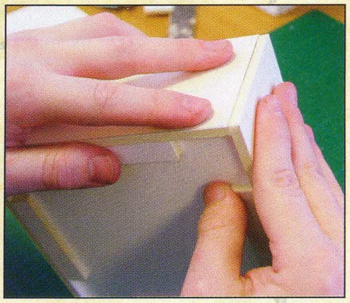
*A separate piece of foam card can be used as a guide to get the right reduction for your floor square.*

### TOP TIP

If you try to cut through foam card in one go, you may find that you end up tearing away some of the foam from inside the card. You can help to prevent this by using three lighter cuts to slice through the card – one to go through the top card only, the next to go through the foam and the final cut to slice through the bottom card.

## ② Assembling the Level

Cut four short, straight strips from a piece of foam card and glue these onto the underside of the floor so that their sides are flush against the sides of the square. Next, glue two of the walls on so that one overlaps the other at the corner and they are both flush with the bottom of the strips you glued underneath the floor. This means that the floor is slightly raised up – this is important for making the levels stack later on. Finally, glue the other two wall sections on.

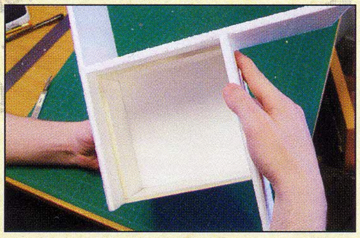


▲ STRAIGHT JOINS

*Here you can clearly see how all the pieces join up and are flush with one another.*

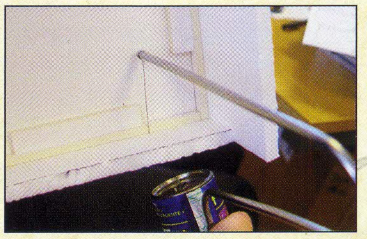
## ③ Outer Walls

You will need to stick a fascia of polystyrene ceiling tiles to the outside of the walls of the tower. This allows it to blend in with the rest of your castle terrain. To make the fascia, first cut four rough rectangles from the ceiling tiles. These rectangles need to be slightly larger than an inner wall. Try to cut one of the short edges as straight as you can, as this will help the fascia fit neatly. Next, use PVA to glue one of the rectangles onto the outside of one of the inner walls. Be careful to align the straight edge so that it lies flush along one of the corners. Glue the rest of the tile panels on in a similar way so that they butt up against the previous panel's overhang, wrapping around the inner wall. Finally, once the glue has dried, use a hot wire cutter to trim away the overhang that extends beyond the inner wall, leaving these with straight cut lines.



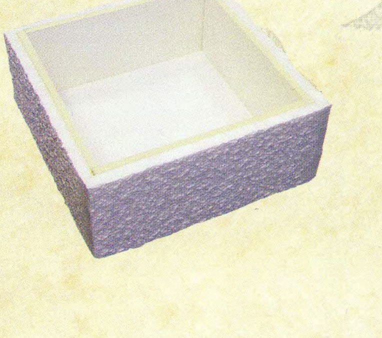
▲ WRAP AROUND

*Don't worry about any of the tile that overhangs the other edges, as it will be trimmed away later.*



▲ TRIMMING THE OVERHANG

*The foam card will act as a guide, allowing you to make a straight cut.*

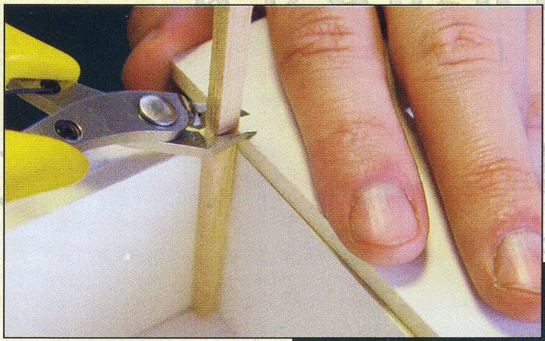


► FINISHED FASCIA

*Once the outside fascia has been stuck on, the level's details can be added.*

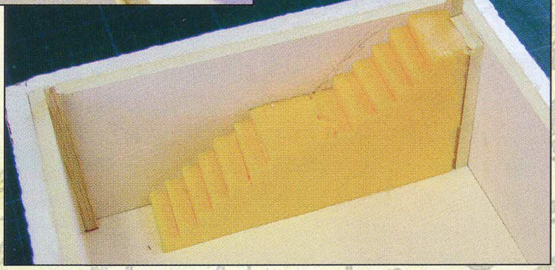
## ④ Inner Detail

Every level will have posts in each corner, a staircase and a trapdoor. The corner posts are important as they are used to make the levels stack together. To make the corner posts, glue a length of square balsa rod into the corners so that it sticks out over the top. The rod needs to extend past the top of the wall by the thickness of your foam card. Trim off the excess with a pair of clippers.

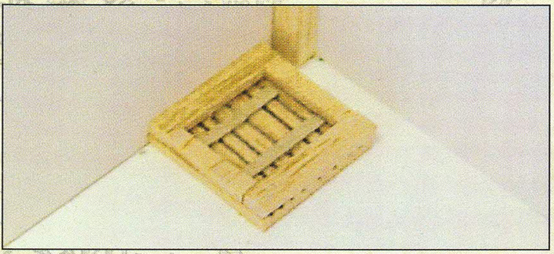


**➤ FOAM CARD GUIDE**
*Use a piece of foam card as a guide to get the right length for your balsa rod.*

The stairs are constructed from styrene in the same way as the castle wall stairs from Pack 28's Modelling Workshop. Remember to make a landing at roughly the halfway point for convenience during games. Butt the stairs against one of the corner posts and fill the gap with a piece of foam card.



**➤ STAIRWAY**
*Here you can see how a piece of foam card has been used to plug the gap caused by the balsa post.*

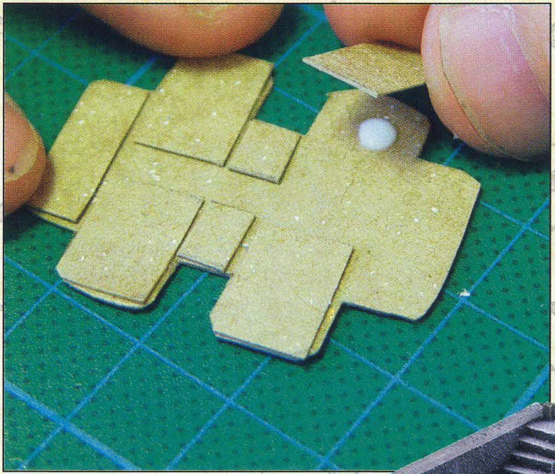


**➤ TRAPDOOR**
*The trapdoor will allow someone from a lower section access to this level.*

The trapdoor that leads to the level below is made using the same techniques as shown in Pack 30's Fortress Keep. Glue the trapdoor in the opposite corner to the top of the stairs. When stacking the levels on top of each other, remember to place the level so that the trapdoor is positioned over the stairs on the lower level.

## ⑤ Outer Detail

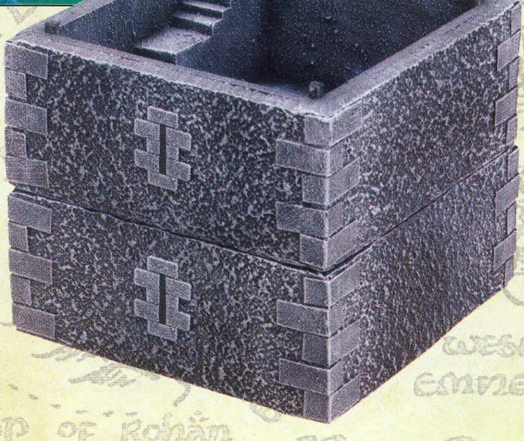
Corner bricks can be added using the same technique presented in Pack 28's Modelling Workshop. These bricks help give the tower a realistic appearance. Arrow slits can be made by first drawing the shape onto a piece of card. This can be cut out and used as a template to draw more arrow-slit shapes if you wish. Next, cut some small squares out of your card and glue these onto the template forming the brickwork that defines the arrow slit. Make two of these for each arrow slit you make and, finally, glue one onto the outer wall and another on the inner wall directly behind it.



**➤ ARROW SLITS**
*Small pieces of card glued onto a card template define the arrow slits.*

## ⑥ Painting the Model

To make the tower blend in with the rest of the castle, use the same painting techniques as shown in Pack 28's Modelling Workshop. The inner gap on the arrow slits can be painted black to give the impression that the gap runs all the way through the wall.



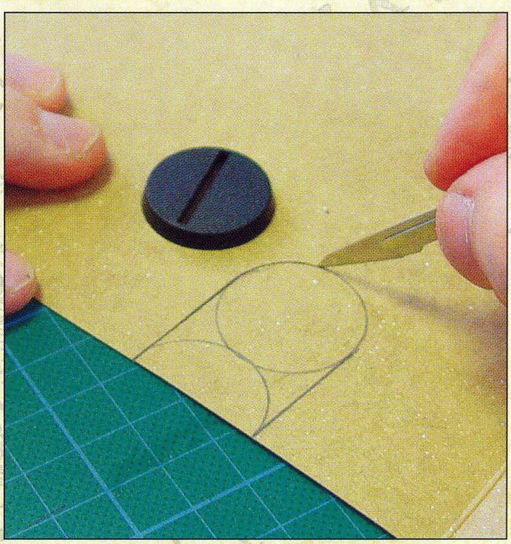
**➤ FINISHED TOWER LEVEL**
*One level of the tower can be stacked on top of another, using the wooden posts at the corners to slot into the corners of the upper layer.*

# Castle Corner Level

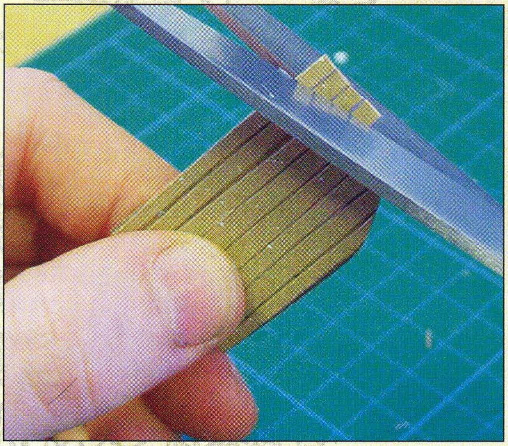
All the other levels are based on the tower level you have just made. They simply have certain additions or changes as detailed below. The Castle Corner level, for instance, has two doors added.

## 1 Creating the Door Shape

It would be difficult to create doors that actually open in the corners of this tower. As such, it is a good idea to make doors that stay closed. These doors will be created out of thin card. Two versions will need to be made for each door – one to go on the outside wall and one to go inside. To create the door, use a spare model base to draw out the correct shape (as shown) and then cut your door shape out. This can now be used as a template to draw around, creating as many door shapes as you like.



➤ DOOR SHAPE
*Using a spare base as a guide in this way allows you to get the right size and shape for your doors.*



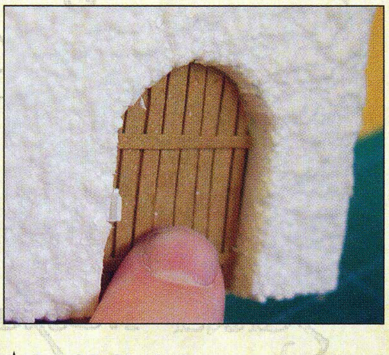
➤ TRIM OFF THE EXCESS
*If you follow the line of your door shape and trim off overhanging strips, you do not have to worry about getting the strips an exact length.*

## 2 Detailing the Door

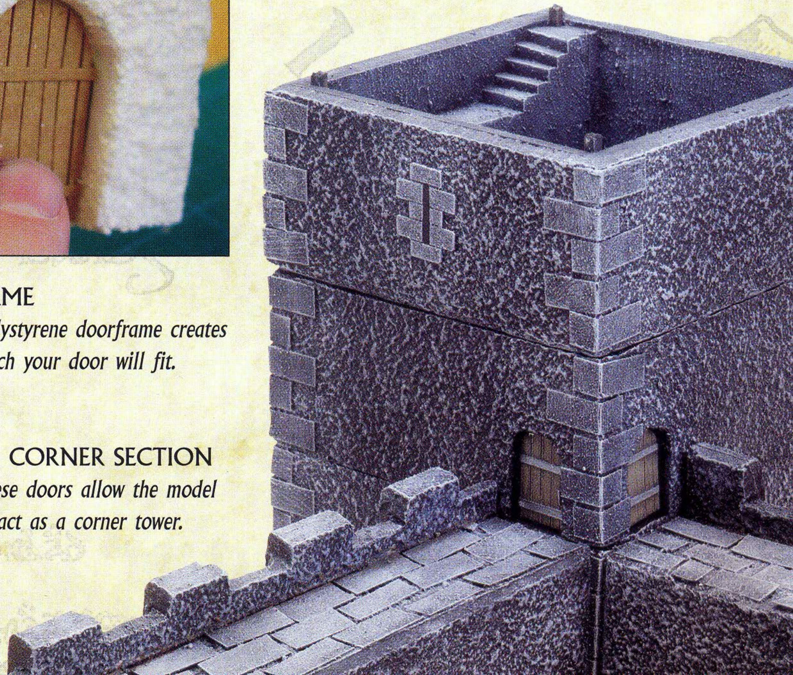
The panels for the door are created next. First, cut several thin strips from a piece of card and then glue these onto the front of the door shape, creating the wooden planking effect. Two more strips can be glued on horizontally across the door, one near the bottom and one near the top, creating the iron banding that holds the door together. Finally, cut around your door shape again, trimming away all the overhanging strips. You could even make door handles out of small pieces of card.

## 3 Creating a Door Frame

Cut into the ceiling tile fascia on the outside of the wall to create the doorframe. Use the door as a template to work out exactly where you want the door to go and then draw around it with a felt pen. Then, carefully cut around your pen mark with a craft knife – be sure only to cut through the ceiling tile and not the foam card. Next, scoop out the area where the door is going to go – clear away as much of the polystyrene as you can to create a flat surface. Finally, glue the door into the recessed frame and the matching door directly behind it on the inner wall.



▲ DOOR FRAME
*Removing the polystyrene doorframe creates a recess into which your door will fit.*

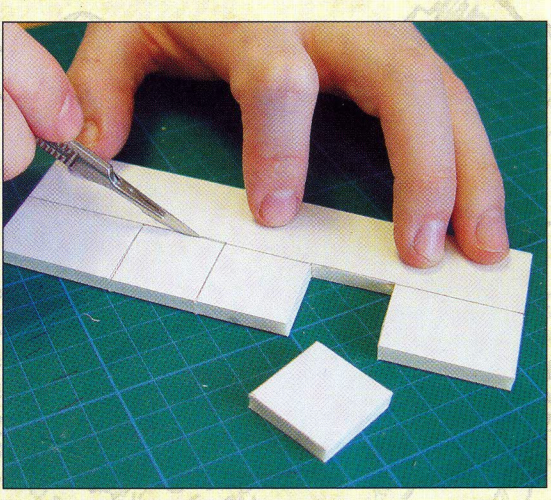


➤ CORNER SECTION
*These doors allow the model to act as a corner tower.*

# Top Level

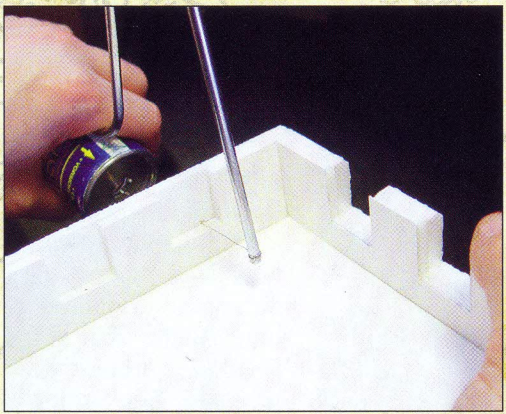
## 1 Inner Walls and Floor

Here we show you how to make the top level of the tower, creating battlements for your warriors to stand upon and shoot at the besiegers below. The inner walls and floor of the top level are constructed in a very similar way to a normal tower level. The only real difference is that the walls should only be 5cm / 2" high and each one should have two 2½cm / 1" crenellations cut into the top of it. Cut the crenellations out before you glue the walls together and make sure they are consistently spaced along the wall.



◄ CUTTING THE CRENELLATIONS

*Carefully cut out the crenellations, using a craft knife.*



► OUTER FASCIA

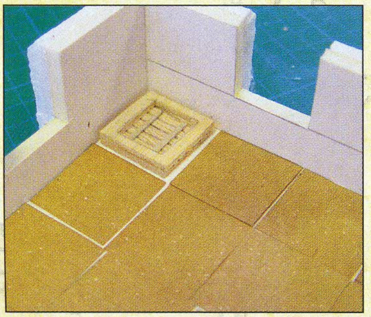
*The crenellations you cut into the inner wall will act as a guide when cutting the polystyrene.*

## 2 The Outer Walls

The outer wall fascia is made in a very similar fashion to a normal level, with only a few minor alterations. When gluing the ceiling tile onto the walls, align the bevelled edge of the tile flush with the tops of the inner wall. This will give the tops of these battlements the same look as those along your castle walls. When trimming the excess polystyrene away, you can use the hot wire cutter to cut styrene out of the crenellations. Finally, carefully cut a slant into the bottom of your crenellations to match the rest of your castle's battlements.

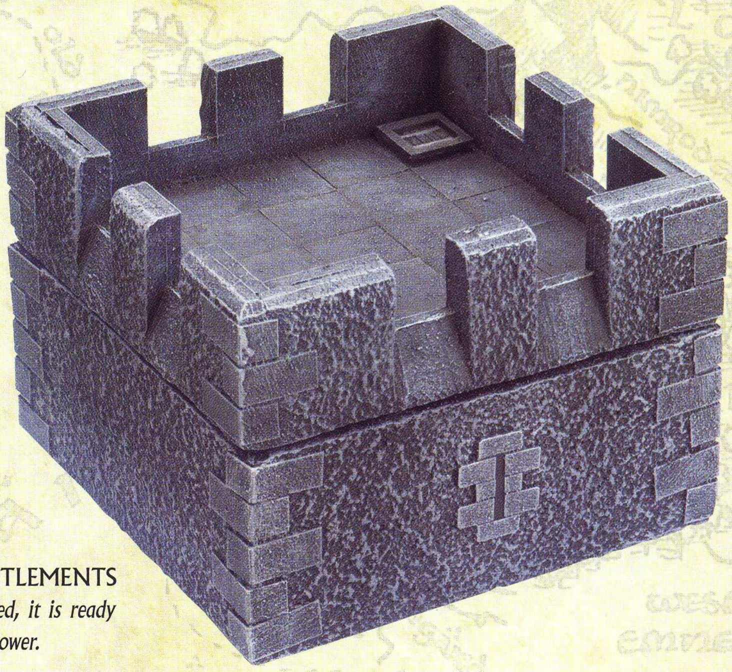
## 3 The Roof

A trapdoor needs to be created for the top of the roof in just the same way as for the inside of a normal level. This will allow models inside the tower access to the battlements. The roof can be tiled in exactly the same manner as you did on your castle keep in last Pack's Modelling Workshop.



◄ TILED ROOF

*You may find that cutting your tiles slightly smaller than 2½cm / 1" helps them all fit neatly onto the roof.*



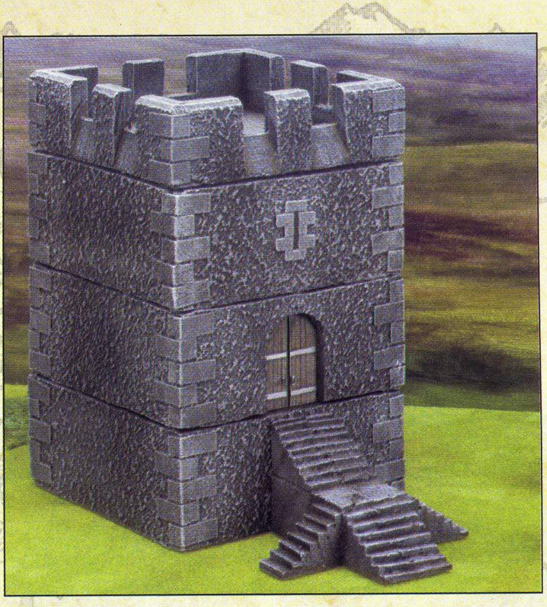
► MAN THE BATTLEMENTS

*Once the roof is painted, it is ready to fit on top of your tower.*

# Bottom Levels

## 1 Free-standing Base

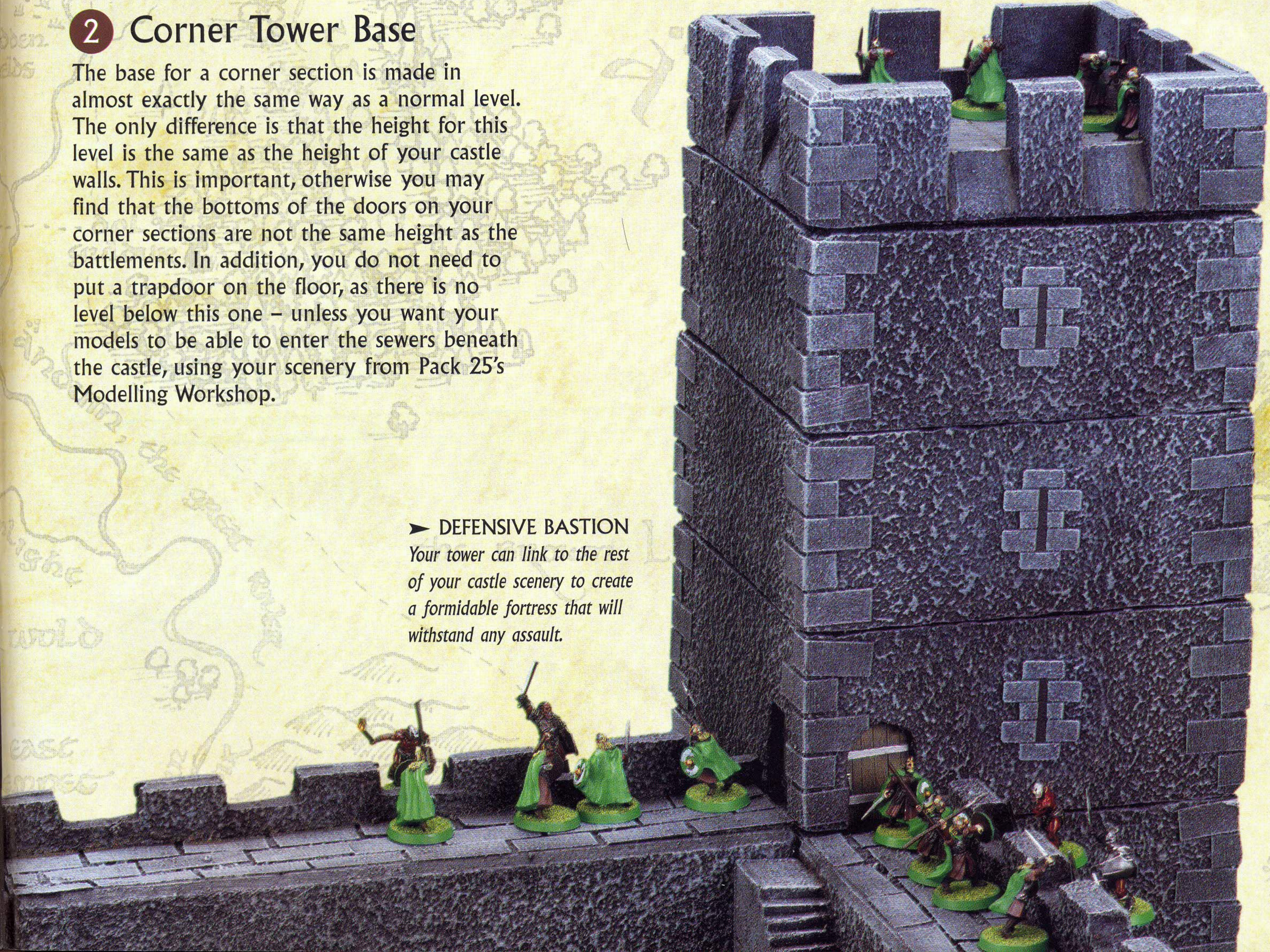
By varying the bottom level on your tower you can create a structure that acts as a free-standing bastion like Saruman's Orthanc or a corner piece for your castle walls like the Hornburg at Helm's Deep. A free-standing base is constructed in the same way as a corner section, only you vary the size and position of the door. For the base level, a more appropriate position for the door is more central than in one of the corners. You could also make the door larger, befitting a grander entrance. Try using a cavalry base to get the initial size for your door or even draw it freehand. Another alternative is to raise the base section up one level and create a stairway leading up to its front door.



**GRAND ENTRANCE**
*An elaborate stairway and door make this look like the entrance to an important tower.*

## 2 Corner Tower Base

The base for a corner section is made in almost exactly the same way as a normal level. The only difference is that the height for this level is the same as the height of your castle walls. This is important, otherwise you may find that the bottoms of the doors on your corner sections are not the same height as the battlements. In addition, you do not need to put a trapdoor on the floor, as there is no level below this one – unless you want your models to be able to enter the sewers beneath the castle, using your scenery from Pack 25's Modelling Workshop.



**DEFENSIVE BASTION**
*Your tower can link to the rest of your castle scenery to create a formidable fortress that will withstand any assault.*

# IN YOUR NEXT GAMING PACK...

## The Ents smash the stronghold of Saruman!

- Learn the rules for Treebeard and the Ents of Fangorn
- Saruman's minions attempt to repel the Ents from Isengard
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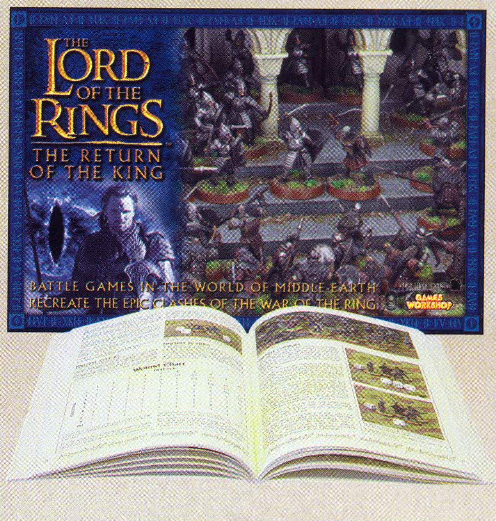
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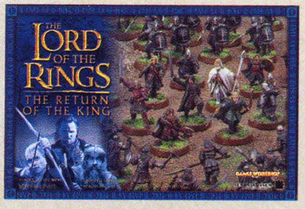
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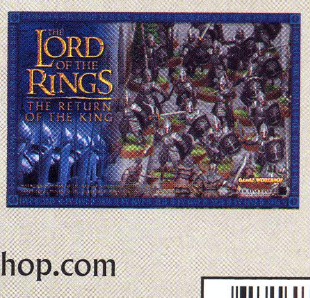
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